

Simple Trainer for GTA V

٣٠ حزيران، ٢٠٢٢ ص ١١:٣٦

Various options normal to any trainer, the world's simplest speedometer, either in KM/H or MP/H or both, 60 Teleporting options that can be customized using the trainerv.ini, 12 vehicle spawning options assigned to hotkeys, which also can be customized using trainer.ini, all other car models can be spawned by using the menu. you can force a default station in each vehicle you enter, or when using the mobile radio, both configurable in game and using the trainer.ini You can change your player model using the menu.

It also features time and weather options, and a bunch of car options Also any predefined teleport slot can be customized in game, overwriting the predefined values

The trainer also includes bodyguard /ped spawning, any model can be spawned, any weapon can be given , defaults in trainer.ini, these can also be altered using the bodyguard menu in game. In addition to bodyguards, also drivers, combat peds and peds and drivers that attack the player can be spawned. Normal peds can be given a total of ten tasks. You can assign the same tasks to the last spawned ped. You can set the bodyguards to follow you in a car. You can also select a specific ped and do stuff on the selected ped.

The trainer includes the mobile radio, which works outside of the car, all features that are available with the normal radio, also work with the mobile radio.

Trainer.ini contains the defaults section, where you can set certain settings to be enabled on game start.

More information and installation instructions available in the ReadMe.

Changes from 12.6

- fixed issue with LS lights due to LS/Island coexistence.
- added ability to enable/disable the anti aircraft stations
- added ability to enable/disable the sea mines
- added ability to open/close the hangar doors, all three for the island, all three will be saved.

No Ini Changes

Changes from 12.7

- some fixes for tv, I now run some code the first time you enable the TV.
- apart from the two normal channels, the third channel will now let you swap through 115 playlists, use Phone UP/Down (arrow UP/Down).
- because of the above, you now can chose the same playlists in the Casino, the Arena, the Arcade and you can use the big screen in the facility as a Tv. The yacht tv's also have this ability.
- added cinema teleports in other teleports, you can use the cinemascreen as a tv.
- the vehicle despawn global will now be autodetected (thanks to drp4lyf, alloc8or and ikt !).

No Ini Changes

Changes from 12.8

- changed apartment radio a bit, and added a radio for Rooftop Eclipse Tower.
- prepared trainer for future update (snow).

No Ini Changes

Changes from 12.9

- fixed a bug with Apartment Radio.
- added three radios in Malibu Mansion, two in the Venice Beach House and five radios in Designer Apartment Remake.
- added a few sitting objects.

No Ini Changes

Changes from 13.0

- fixed missing attachments for the Cayo Perico weapons if load all weapons, or save/load weapons from weaponslot was used
- changed the TV, the audio is now not frontend but relative to where the tv is located.
- Fixed an issue where the aircraft carrier interiors were not working, when LS/Cayo was enabled.
- fixed the interior maps for the aircraft carrier (still needs reveal fort Zancudo on map option).
- disable Cayo when you teleport to North Yankton, so that traffic in NY works, will automatically be re-enabled if you leave NY.

No Ini Changes.

Changes from 13.1

- added 500 more saved car slots, a total of 1000 now.
- the saved car is now displayed at all times for slots in the vehicle load/save menu.
- added 520 additional slots for license plates, a total of 600 add-on license plates are now possible, before just 80.

No Ini Changes.

Changes from 13.2

- Recording UI updated (compatibility with latest patch).
- added 18 Vehicles 17 with Crewemblem.
- added 24 Peds (mpheist4 + MP Tuner Peds).
- added 792 Objects (Objects60).
- added 5680 animations (MP Tuner Animations).
- added 8 voices and 2113 Speeches.
- added 17 T-shirts + one hair style.
- added 10 cutscenes.
- added 16 Timecycles.
- added MP Tuner Teleports, with 6 teleport locations, including customizable Tuner Garage.
- to change radio in Tuner Garage, proceed to the door that won't open :)
- added option for Low Grip Tyres in Vehicle Mod Menu (Benny).
- added option for Lower Vehicle in Vehicle Mod Menu (Benny).
- added option for Weapons Explosive Multiplier (Weapons Menu).

No Ini Changes.

Changes from 13.3

- added version checks for new natives, yes people if you are not running the latest version, some stuff won't work.
- added Track Wheel Category.
- added the Arcade race in Tuner Garage.
- the Media player now works, it will play one tracklist by default, to change to other tracklist, vehicle options Set Media Player Playlist.

No Ini Changes

Changes from 13.4

- added Car Meet 2.
- changed both Car Meets a bit.
- small fix for the Tuner Garage.
- meth labs now spawn in distinct color.
- changed the Muscle spawn menu, now two pages instead of just one page.

No Ini Changes

Changes from 13.5

- added the ipl's for the tuner garages (visible outside).
- ability to enable/disable the arcade machines in the tuner garage.
- fixed problems with vehicle load/save menu
- fixed DLC radios disappearing after loading a save.

No Ini Changes

Changes from 13.6

- Updated recording UI.
- Added 17 Vehicles
- Added 14 Vehicle Crew Emblems.
- Added 49 Peds (MP Security Peds).
- Added 4 Weapons, 1 with 7 attachments, added 3 attachments to existing weapons.
- Added MP Security Teleports, 4 Agencies (Customizable). 1 Garage (Customizable) and Studio and Warehouse.
- Added 1395 objects, Objects61.
- Added 23997 Animations, Mp Security Animations.
- Added 1 Walk Style.
- Added 35 Cutscenes.
- Added 20 Voices and 2513 Speeches.
- Added 2 T-Shirts, One Hairstyle and 28 Tattoos.
- Added 23 Timecycles.
- Added 2 Yachts.

No Ini Changes.

Changes from 13.7

- Fixed new Vehicle Crew Emblems.
- Set Music Player Playlist menu renamed to Set Radio Playlist.
Here you can chose a few additional playlists for the Media player, and change playlists for Radio Los Santos and West Coast Classic.
- Added a few map objects for MP maps (new in mp security)
- Added radio in the Agency's Player Office and in the Agency Garage.
- Ability to change radio in studio.

No Ini Changes.

Changes from 13.8

- Fixed the "old" playlist for Los Santos Radio
- MOTOMAMI Los Santos does appear on my end, but some people claimed it does not work all the time, so I added some code in the hope it will fix the issue for these people.
- Added the vehicles with mines to the Trainer's mine system.
- R messed up a few files, leading to Franklin's couch being messed up, and the whole area disappearing when switching from MP to SP maps. I presume R will fix this in an upcoming patch, if not, try this:

No Ini Changes.

Changes from 13.9

- Added 4000 teleports slots for saving/loading, in Teleports and Save Teleports menus, called Additional Teleport Slots Menu. A total of 4000 slots, in 20 sections, so 200 slots per section.
- Fixed the TV's in Agency Bedroom.
- Enabling the Radio in player Office will also enable a radio in Franklin's Office.
- Added Chairs in Franklin's Office, The Player Office, The conference Room and in the Armory.
- Ability to Open or Close the Office Safe.
- Fixed issues with Weapon Attachments being wrong for some weapons.
- Fixed issues with Weapon Color not working correctly for MK2 weapons for Bodyguards.
- Added 3 drive-by weapons.
- Fixed crash in Weapon select menus.
- various small fixes.
- Crew Emblem is displayed on the conference table, when you do this:

the club emblems selected for Club House 1 will also be used in the facility and the Agency.

there IS a way to have the club emblem in the Facility and the two Biker Clubhouses + the Agency but you will have to do it manually:

download your clubemblem from social club (save as), start openIV, edit mode, open Grand Theft Auto V \update\update.rpf\x64\textures\script_txds.rpf, right click, choose new Texture dictionary (ytd), make sure the name is set to crewemblem. Then open crewemblem.ytd and import your crewlogo, making again sure the name is crewemblem. Both the dictionary and the file name inside of it should be called crewemblem. Now add the following line to trainerv.ini under the defaults section: crewemblem=1. If you followed the instructions correctly your crewemblem (or whatever you have put inside the dictionary) will now be shown in the facility and can be selected in the two biker warehouses. You might want to extract the dictionary and save it somewhere, because after each patch, it will be gone, and has to be reimported into the rpf file.

No Ini Changes.

Changes from 14.0:

- sometimes the new radio station does not work on emitters, just enter the enable stations from Radio Wheel, and that will be fixed on the fly.
- added compatibility for FiveM 2545.